

APOLCALYPSE™



Player's Guide

MAGIC
The Gathering®

APOCALYPSE...

NOW! *by Brady Dommermuth*

I know what you're thinking. "The second *Invasion*[™] expansion. How exciting." But how many **Magic: The Gathering**[®] expansions introduce butt-kicking new cards and blow up the world at the same time? With cards from the *Apocalypse*[™] set, you'll show your opponents what "The End is Near" really means. And you'll witness the final chapter in the story of the *Weatherlight* and its crew.

IT'S THE END OF THE WORLD

AS WE KNOW IT

The *Apocalypse* set's theme is enemy colors—white/black, blue/red, black/green, red/white, and green/blue. Do you remember the last time Wizards of the Coast produced a multicolored card with only enemy colors in its mana cost? That's right, four years ago in the *Tempest*[™] set (Dracoplasm, for example). And there aren't just a few new enemy-color cards in *Apocalypse*. There are *thirty*.

Illus. Ron Spencer



But multicolored cards aren't the only things in *Apocalypse* to get the enemy-color treatment. Eleven cards have enemy-color kicker costs. Fifteen have enemy-color activation costs for their abilities. Countless others have effects that relate to enemy colors, such as the Gnarrs, green creatures that get bigger when enemy-color spells are played, or the Tundra Kavus, which can turn lands into plains or islands.

So what's driving these uneasy alliances? Desperate times call for desperate measures.

CATS AND DOGS LIVING TOGETHER

Dominaria is under siege. Phyrexians are poisoning and decimating every corner of the plane. In their fight for survival, Dominaria's residents have been forced to band together. Old enemies become allies in battle, and forms of magic that have always been alien to each other are being combined and melded to create unheard-of spells and to summon creatures that seem like abominations. Some consider these intermixings of magical training as heretical. Others understand that only by setting aside rivalries can Dominaria survive Phyrexia's attack.

DISCIPLES

Ragtag schools of magic have formed to strengthen these new alliances. Under the loose leadership of the Coalition, disciples trained in green magic learn how to grant magical flight. Black mages begin to experiment with healing magic. Blue wizards tinker with the druids' method of transforming mana. Their newfound abilities all have one thing in common: they aid others in fighting Phyrexia.

The Disciples are much like the *Invasion* set's Apprentices. Each has two activated abilities, but they have one for each enemy color rather than one for each allied color. Most of the abilities are best used in the combat phase.

SANCTUARIES

Those who champion these new schools of magic have learned to enhance the effects of one kind of magic with the presence of creatures or auras created by mana of its opposing colors. Sanctuaries, hidden far from the battlefield, prove that cooperation among former rivals can help turn the tides of the Phyrexian invasion.

Each Sanctuary is an enchantment that does nothing if you control no permanents of its enemy colors. But if you control a permanent of one enemy color, the Sanctuary has some effect

during your upkeep. And if you control permanents of both enemy colors, it has a stronger version of the same effect.

VOLVERS

At the same time, the overlay of Rath upon Dominaria creates abominations never before seen. Among them are giant freaks of nature that come to be known as volvers. Products of an unnatural evolution, volvers patch together aspects of three different colors of magic. The result is as terrifying and effective as any Phyrexian monstrosity. The disciples of the new enemy-color schools of wizardry see these creatures as an affirmation of their studies.

Volvers each have two kicker costs, one for each color that opposes the one in its mana cost. With enough mana, you can pay both kicker costs, turning that 3/3 green Anavolver into a 6/6 flying regenerator. Watch out for these hulking mongrels in Sealed Deck play.

MUSTERING THE TROOPS

As the forces defending Dominaria rally at the front lines, leaders emerge to gather more of their kind to join the fight. The *Apocalypse* set includes seven of these “envoys,” one each for Soldiers, Merfolk, Zombies, Goblins, Elves, and Kavu, as well as an artifact creature that serves as an envoy for the type of your choice.

Each envoy can put up to four creature cards of the right type into your hand—an instant army—but there’s a catch: you get only the ones within the top four cards of your library. How do you stack the odds in favor of the good guys? You can guide your own destiny with cards such as Index, which lets you change the order of the top cards of your library.

THREE IS A MAGIC NUMBER

The *Apocalypse* set gives each color three cards with a new kind of ability. Here’s a rundown of the “mini-cycles”:

- White gets Flagbearers, creatures that your opponent must target before he or she can target anything else. They won’t last long, but while they do, the rest of your forces will be safe from most spells and abilities. Look for two creatures and a creature enchantment that turns a creature into a Flagbearer.
- Remember Winds of Change? Now the same sort of effect appears in blue (where it probably should’ve been in the first place). The three Whirlpool creatures each have a comes-into-play

triggered ability that makes you shuffle your hand into your library and draw a new hand of just as many cards. Try keeping excess land cards in your hand, then play one of these to “reload.”

- Phyrexia pushes further into the corners of Dominaria with the help of “syphon” cards. Two big, scary creatures suck away your life in exchange for cards, and one amazing enchantment gives you one card for 1 life during each of your upkeeps.
- Bloodfire creatures are built to put their lives on the line for the cause. You can sacrifice each of the three Bloodfire creatures to deal damage to all the creatures in play. Think of them as walking napalm.
- Penumbra creatures cast a long shadow over combat. When they’re destroyed, you get a token creature that’s a mirror image of the original creature, making them like two creatures in one card. As a bonus, the token creature is black, making it harder to destroy with spells than its predecessor.



Illus. Dave Dorman

THERE GOES THE NEIGHBORHOOD

Yawgmoth pays a personal visit to a devastated Dominaria. The *Weatherlight*'s true purpose is revealed. And two great heroes must fight to the death. All this and a lot more happens in the *Apocalypse* story . . . but we don't want to ruin it for you. Read the novel by J. Robert King, and discover the fate of your favorite character—and of Dominaria itself. Gerrard's Verdict, Jilt, Squee's Revenge, and Phyrexian Arena are just a few of the cards that give you glimpses of the plot.

WHITE • BLACK



Illus. Eric Peterson

The *Apocalypse* set introduces a solid group of Constructed-quality cards that practically build a white/black deck for you. Any player could grab four each of the top five Constructed cards listed on the next page, add fifteen cheap control cards and twenty lands, and end up with a reasonably good deck.

Black is great at destroying enemy creatures and pulling cards out of your opponent's hand. White's strength is clearing away your opponent's enchant-

ments and artifacts. Together, the two can deal with almost any threat your opponent can put on the table.

Because white has good small creatures and black has some big bruisers, you can find competitive creatures at any point on the mana curve. Some of the black cards you'll want to play may cost you life, but there are several strong white/black cards that allow you to gain life as part of their effect, so you should be able to keep your life total up.

Top 5 Constructed Cards



Phyrexian Arena ①ⓄⓄ
Enchantment
 At the beginning of your upkeep, you draw a card and you lose 1 life.

This amazing card is the one R&D calls “the new Necro.” It doesn’t work as well as Necropotence did in crazy combo decks because it allows you to get only one card at a time. But in a more honest deck, you still get to pay 1 life to draw a card, which is always a great bargain.



Vindicate ①ⓄⓄ
Sorcery
 Destroy target permanent.

This card’s flexibility makes it a must-have for your deck. Remember Desert Twister? It let you destroy a permanent for six mana, and every so often it has seen tournament play. Now imagine Twister for three mana. Will it see more play? I think so.



Caves of Koilos
Land
 Ⓞ: Add one colorless mana to your mana pool.
 Ⓞ: Add Ⓞ or Ⓞ to your mana pool. Caves of Koilos deals 1 damage to you.

Just as the *Seventh Edition*™ set’s allied-color “pain lands” are a staple in any allied-color deck, the *Apocalypse* set’s enemy-color pain lands are every bit as necessary. Depending on your color mix, you may also want to add Chromatic Spheres or other mana fixers to help out.



Death Grasp ⓄⓄⓄⓄ
Sorcery
 Death Grasp deals X damage to target creature or player. You gain X life.

This is a good creature-removal card, a good way to finish off your opponent, and a good way to gain extra life for yourself. If you drain a creature, you can gain more life than the creature has toughness, so there will be times when you should wait until you have more mana and can “overkill” the creature to gain more life.



Spectral Lynx ①Ⓞ
Creature—Cat 2/1
 Protection from green
 Ⓞ: Regenerate Spectral Lynx.

For two mana, a 2/1 regenerator is not a bad thing. The protection from green is just gravy. But it’s very good gravy—the Lynx is the ultimate Blastoderm defense. It provides good, resilient, early beatdown, and it can hold off some scary monsters until you can get bigger things on the table.

Honorable Mentions: Gerrard’s Verdict, Desolation Angel

Top 5 Limited Cards



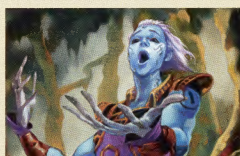
Phyrexian Gargantua ④ⓄⓄ
Creature—Horror 4/4
 When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Even if this creature had no abilities, you’d still consider playing it in Limited. A 4/4 creature for six mana is reasonable, although not great. But not only does the Gargantua help you meet your fat-creature quota, it also lets you draw two cards when it comes into play!



Coalition Honor Guard ⓄⓄ
Creature—Flagbearer 2/4
 If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

With the Honor Guard on the table, your opponent will have a much harder time destroying those fragile-but-important small creatures you usually play in Limited. Also, while it’s in play, your opponents can’t play spells that target their own creatures, either.



Foul Presence ⓄⓄ
Enchant Creature
 Enchanted creature gets -1/-1 and has “Ⓞ: Target creature gets -1/-1 until end of turn.”

The ability to give other creatures -1/-1 is really good, especially in the *Invasion* block, which is chock full of pesky 1-toughness creatures. It’s too bad this enchantment gives your newly enchanted creature -1/-1, but you won’t regret it.



Manacles of Decay ①Ⓞ
Enchant Creature
 Enchanted creature can’t attack.
 Ⓞ: Enchanted creature gets -1/-1 until end of turn.
 Ⓞ: Enchanted creature can’t block this turn.

This multipurpose card keeps the creature from attacking you in the short term and destroys it in the long term (once you build up enough black mana). Don’t be fooled into thinking you need red mana to play this card; it’s playable even if you’re never able to play the Ⓞ ability.



Diversionary Tactics ⓄⓄ
Enchantment
 Tap two untapped creatures you control: Tap target creature.

Okay, so it’s no Icy Manipulator. But being able to tap your opponent’s creatures is never a bad thing, especially in Limited. Sure, maybe you’d rather have one of those 1- or 2-mana *Invasion* tappers, but this card is still good, and it’s harder for your opponent to destroy than a creature.

THE ERASER

Creatures (7)

- 1 Desolation Angel
- 2 Phyrexian Scuta
- 4 Spectral Lynx

Spells (29)

- 4 Chimeric Idol
- 4 Dark Ritual
- 4 Death Grasp
- 3 Duress
- 3 Gerrard’s Verdict
- 4 Phyrexian Arena
- 4 Vindicate
- 3 Wrath of God

Lands (24)

- 4 Caves of Koilos
- 2 Dust Bowl
- 8 Plains
- 10 Swamp

Deck Strategy

“The Eraser” isn’t exactly brimming with creatures, but who cares when you can rub out almost everything your opponent plays! To win with this deck, simply clear a path for your few big ol’ creatures with your ton of creature-destroying spells.

For their part, your creatures are scary and hard to destroy. The Lynx regenerates, the Scuta and Angel are big and black (and thus immune to many black spells), and the Idols are vulnerable only to creature-destruction spells part-time.

Phyrexian Arena is crucial because it keeps the one-shot destruction spells coming. If you don’t draw an opening hand with one of them in it, consider taking a mulligan.

Sideboard options might include cards like Plague Spitter, Tsabo’s Decree, and Thrashing Wumpus for Rebels and other small creature decks; Slay to take care of green; and some extra enchantment removal and a fourth Duress to handle more control-oriented decks.

BLUE • RED



Illus. Dave Dorman

Blue/red decks have come and gone in the past, but the *Apocalypse* set brings them back in full force.

Blue/red decks work best as slow control decks for two reasons. First, the best cards for the deck aren't creatures, but creature-destruction and card-advantage spells. Second, to build a successful fast beatdown deck, you need to get both colors of mana early in the game. Because you're allowed only four Shivan Reefs, that's pretty unlikely. It would be more feasible if it weren't for the evil Rishadan Port preventing you from playing City of Brass.

The best route for blue/red is to use blue as your primary color so you can include lots of counterspells, then fill out the deck with red direct-damage spells. Try to stick with those that have only one red mana in their mana costs. When it comes to the issue of whether to include creature cards, think carefully. If you have a lot, chances are good that you're weakening your control strategy. If you have only a few, they'll draw fire. If you have none, your opponent's creature-control cards will be useless.

Top 5 Constructed Cards



Prophetic Bolt
Instant
 Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

If you played *Lightning Blast* and *Impulse* during the same turn, it would cost 4 plus the card for each spell. *Prophetic Bolt* gives you the same instant damage and card selection in a single card—for 1 less.



Shivan Reef
Land
: Add one colorless mana to your mana pool.
: Add or to your mana pool. *Shivan Reef* deals 1 damage to you.

Blue/red control-deck players always wince when they draw their opening hands. Why? They know they need at least two blue mana sources and a red one at the start of each game. This allows them to play *Counterspell* early while still being able to burn away creatures with *Shock*. *Shivan Reef* makes this more possible than it has been in recent times.



Fire/Ice
Instant/Instant
 Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

Try substituting in this split card where you would normally play *Shock* or *Pyroclasm*. Those cards are wasted against decks without small creatures, but with *Fire/Ice*, you can draw another card while tapping a permanent in the process.



Jilt
Instant
 Kicker (You may pay an additional as you play this spell.) Return target creature to its owner's hand. If you paid the kicker cost, *Jilt* deals 2 damage to another target creature.

Jilt works best in a fast-tempo deck, such as a Merfolk-based deck, or even a Goblin deck splashing blue (for *Fact or Fiction*, of course). If your goal is to attack with a few smallish creatures each turn, *Jilt* is great for clearing the way for them so you can stage those crucial last couple of attacks.



Bloodfire Dwarf
Creature—Dwarf 1/1
: Sacrifice *Bloodfire Dwarf*: *Bloodfire Dwarf* deals 1 damage to each creature without flying.

When you're building a red deck and looking for one-mana-cost creatures, this card is near the top of the list. The Dwarf can often deliver a few early hits, and you can then sacrifice it to do away with a pesky opposing small creature or two.

Top 5 Limited Cards



Jilt
Instant
 Kicker (You may pay an additional as you play this spell.) Return target creature to its owner's hand. If you paid the kicker cost, *Jilt* deals 2 damage to another target creature.

Playing in Limited tournaments can often be all about tempo, and *Jilt* is an excellent tempo setter. Destroying an opponent's small creature and bouncing a big creature threat at the same time can often buy you the extra time you need to establish board control.



Fire/Ice
Instant/Instant
 Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

As in Constructed, the Ice half of this card will be used less in Limited than the Fire half. But if your opponent doesn't have any small creatures, you can wait for an opportunity to finish off a bigger creature with Fire, or you can slow down your opponent with Ice by tapping a potential attacker.



Razorfin Hunter
Creature—Merfolk Goblin 1/1
: *Razorfin Hunter* deals 1 damage to target creature or player.

"Tim"-like creatures have always been worth their weight in gold in Limited play. The Hunter works especially well in red-heavy decks, because it can augment your direct-damage spells, dealing that last 1 damage needed to finish off an injured creature.



Coastal Drake
Creature—Drake 2/1
 Flying
: Return target *Kavu* to its owner's hand.

You'll find more than twenty *Kavu* in the block, and *Coastal Drake* can slow down any opponent who plays one by bouncing it back to his or her hand turn after turn. The often-overlooked use of the Drake's ability, though, is to rescue your own *Kavu* from destruction.



Illuminate
Sorcery
 Kicker and/or (You may pay an additional and/or as you play this spell.) *Illuminate* deals X damage to target creature. If you paid the kicker cost, *Illuminate* deals X damage to that creature's controller. If you paid the kicker cost, draw X cards.

Illuminate is a little confusing at first, but once you understand its power, you won't overlook it again. Even if you don't pay either kicker cost, this card can destroy a creature. The red kicker cost earns you an *Agonizing Demise*-like effect (the damage gets reflected to the creature's controller). The blue kicker cost gets you a card draw for each 1 damage.

NEO COUNTER-BURN

- Spells (36)**
 4 *Accumulated Knowledge*
 3 *Chromatic Sphere*
 4 *Counterspell*
 1 *Earthquake*
 4 *Fire/Ice*
 4 *Fact or Fiction*
 1 *Foil*
 1 *Misdirection*
 4 *Opt*
 4 *Prophetic Bolt*
 1 *Pyroclasm*
 1 *Thwart*
 4 *Urza's Rage*

- Lands (24)**
 4 *Shivan Reef*
 13 *Island*
 7 *Mountain*

Deck Strategy

First things first: Destroy the initial creatures your opponent plays using your low-mana-cost removal cards, such as *Fire/Ice*, *Pyroclasm*, and *Urza's Rage* if necessary. While you're toasting enemy creatures, use any spare mana to play some card-advantage spells: *Accumulated Knowledge*, *Fact or Fiction*, and *Prophetic Bolt*.

Bide your time until you reach twelve mana. Then it's time for *Urza* to get very, very angry. By the time you can play it, a single *Urza's Rage* will often eject an opponent from the game.

Untargetable creatures and creatures with protection from red can give you trouble. For sideboard options, or if you're just having trouble destroying your opponent's creatures, consider *Caltrops* in the main deck or sideboard. More *Earthquakes* and *Pyroclasm*s might also be an answer to annoying creatures like *Blurred Mongoose*.

BLACK • GREEN



Illus. Matt Cavotta

You might expect black/green to have been historically one of the weaker color combinations. The truth is that black/green, in some form or another, has dominated more than one tournament environment. Both “Prosperous Bloom” and “Survival-Nightmare” decks enjoyed lengthy stays at top-level competition. With some help from new *Apocalypse* cards, we may see new black/green deck archetypes propel themselves into stardom.

Thanks to the *Apocalypse* set’s new enemy-color “pain lands,” such as Llanowar Wastes, it’s easier than ever to build an enemy-color deck. With Pernicious Deed, what we in R&D call “the fixed Disk,” black/green finally has a good answer to its biggest problems: Rebels, enchantments, and cheap blue flying creatures. Add in Spiritmonger, the creature that can do almost anything, and black/green gains plenty of horsepower.

Top 5 Constructed Cards



Phyrexian Arena ①②③
Enchantment
 At the beginning of your upkeep, you draw a card and you lose 1 life.

Like Necropotence, Phyrexian Arena lets you trade cards for life. Unlike Necropotence, the Arena lets you trade only one card for 1 life each time. But is the Arena good anyway? Oh, yes. More cards means more threats for your opponent to deal with regardless of how fast you get them.



Pernicious Deed ①②③
Enchantment
 ⓧ, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Since Nevinyrral's Disk left the Standard tournament scene long ago, we've been without a really efficient board-clearing effect. With Pernicious Deed, we need look no further.



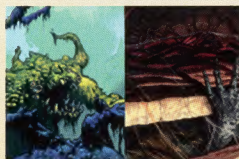
Llanowar Wastes
Land
 ⓧ: Add one colorless mana to your mana pool.
 ⓧ: Add ⓧ or ⓧ to your mana pool. Llanowar Wastes deals 1 damage to you.

Throughout **Magic**® history, the ability to play enemy-color decks has rarely been as easy to manage as it is now, thanks mostly to the new enemy-color "pain lands" such as Llanowar Wastes. This new land allows black/green players to regulate their mana supplies with ease.



Spiritmonger ③④⑤
Creature—Beast 6/6
 Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger.
 ⓧ: Regenerate Spiritmonger.
 ⓧ: Spiritmonger becomes the color of your choice until end of turn.

At 6/6, Spiritmonger can regenerate, change color, get bigger, and best of all, can reduce your opponent's life total—fast. Its color-changing ability gives it a built-in defense from annoying cards like Teferi's Moat and Story Circle, as well as from anti-green spells like Slay.



Life/Death Sorcery/Sorcery ④①③
 Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

With Death, you can bring back any creature from your graveyard to play—perhaps one you've put in your graveyard on purpose. The Life half of the card has its uses, too. By suddenly gaining a swarm of 1/1 creatures, you can often turn the tide of a game.

Top 5 Limited Cards



Consume Strength ①②③
Instant
 Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

The Masques block card Steal Strength offered an extremely efficient combat trick that often yielded a two-for-one creature trade. Consume Strength takes the same concept further. Use it to do away with a 2-toughness creature while giving one of yours a very healthy bonus.



Ebony Treefolk ①②③
Creature—Treefolk 3/3
 ⓧⓧ: Ebony Treefolk gets +1/+1 until end of turn.

A 3/3 creature for three mana isn't very unusual these days, but Ebony Treefolk is special because it can pump itself up to scary proportions. For the low, low cost of ⓧⓧ per activation, the Treefolk can transform itself from a Trained Armodon into a formidable monstrosity.



Foul Presence ②③
Enchant Creature
 Enchanted creature gets -1/-1 and has "ⓧ: Target creature gets -1/-1 until end of turn."

If used for short-term gain, this card might as well read, "Destroy a 1/1 creature." For the long term, though, Foul Presence will shred your opponent's pesky Apprentices and other tiny pains.



Phyrexian Rager ②③
Creature—Horror 2/2
 When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

You might occasionally play the vanilla Gray Ogre in Limited, but only if you have to. But what if Gray Ogre were black and replaced itself for just 1 life? That turns the card from bad to excellent. If the Rager can take out a creature in combat, you've effectively paid 1 life to draw a card and destroy a creature.



Phyrexian Gargantua ④①③
Creature—Horror 4/4
 When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

The Gargantua more than makes up for its hefty price tag by giving you two cards for 2 life. Add to this card-advantage effect the fact that it's not easy to remove a black creature from play in the *Invasion* block, and the Gargantua will almost always make the cut in your Limited deck.

NECRODERM

Creatures (18)
 4 Birds of Paradise
 4 Blastoderm
 4 Ebony Treefolk
 4 Llanowar Elves
 2 Spiritmonger

Spells (18)
 4 Chimeric Idol
 2 Diabolic Intent
 4 Duress
 1 Life/Death
 4 Pernicious Deed
 2 Phyrexian Arena
 1 Tsabo's Decree

Lands (24)
 4 Llanowar Wastes
 4 Rishadan Port
 10 Forest
 6 Swamp

Deck Strategy
 There's a lot to consider when designing a black/green deck, and determining the best route to victory isn't always easy. You've got cute combos, huge creatures, and efficient utility spells to choose from. So which angle do you choose? To some extent, you can choose them all.

"NecroDerm" uses speed, raw power, tutoring, and control elements to try to overwhelm an opponent by forcing lethal damage through. The idea is to get out an early mana-producing creature—Birds of Paradise or Llanowar Elves—and begin putting serious threats on the table. With cards like Chimeric Idol and Blastoderm in the deck, threats should be easy to find.

When playing against Rebels, use your Diabolic Intent to search for Tsabo's Decree, which can turn a lost cause into an easy win. When it applies, try to hold a few creatures in your hand against decks that likely have Wrath of God or another table sweeper.

RED • WHITE



Illus. Wayne England

White weenie decks have always been strong contenders in tournaments, especially the *Mercadian Masques*[™]-based Rebel decks. Unfortunately, it's been difficult to splash red as a support color because of the unreliable mana base—until now. With the *Apocalypse* set's enemy-color "pain lands," playing aggressive two-color decks with enemy colors is a lot more viable.

Rishadan Port hurts red/white strategies, but most red/white decks have a fairly flat mana curve, and they'll only get better once the Masques block rotates

out of Standard. When that happens, you'll once again be able to play City of Brass and other mana fixers the Port is holding at bay.

Although rare in recent years, red/white control decks have periodically been tournament worthy, partly because they're not hurt much by early disruption. The *Apocalypse* set adds a few cards that might help red/white control stage a revival, including Desolation Giant and Gerrard Capashen.

Top 5 Constructed Cards



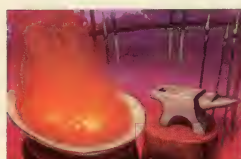
Goblin Legionnaire
Creature—Goblin Soldier 2/2
 Ⓢ, Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player.
 Ⓢ, Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

A 2/2 for two mana with two strong abilities—this has to be a solid Constructed card. With combat-step timing tricks, you can often trade two creatures for one against another weenie deck, or you can just throw the Legionnaire at your opponent after it deals combat damage for an extra 2 to the head.



Goblin Trenches
Enchantment
 Ⓢ, Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

This card is a fine addition to a red/white weenie deck or a red/white control deck. Combined with enchantments such as Glorious Anthem, the Trenches can generate a formidable horde. This card is also great for restarting your army when recovering from a sweeper card such as Wrath of God.



Battlefield Forge
Land
 Ⓢ: Add one colorless mana to your mana pool.
 Ⓢ: Add Ⓢ or Ⓢ to your mana pool. Battlefield Forge deals 1 damage to you.

This card takes red/white much closer to the Constructed level. Players of red/white decks will want to run four Battlefield Forges, and those players will usually still include other support cards, such as City of Brass and Chromatic Sphere, to make this enemy-color pair work.



Spectral Lynx
Creature—Cat 2/1
 Protection from green
 Ⓢ: Regenerate Spectral Lynx.

Like the Legionnaire, the Lynx is a really strong “two-drop” creature. In fact, a 2/1 creature with protection from green is so strong that it’s worth playing even if you have no chance of ever playing its regeneration ability.



Dega Disciple
Creature—Wizard 1/1
 Ⓢ, Ⓢ: Target creature gets -2/-0 until end of turn.
 Ⓢ, Ⓢ: Target creature gets +2/+0 until end of turn.

This card will not truly shine until the age of Rebels passes, but when it does, this Disciple will be one of the better one-drops, especially in a red/white deck. It’s particularly good against cards like Collective Restraint, because you can use the power-pumping ability to enhance your single attacker.

Top 5 Limited Cards



Squee's Embrace
Enchant Creature
 Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

In Limited, creature removal is hard to come by, and good, cheap creature enchantments like Squee's Embrace are worth quite a bit more than they are in Constructed play.



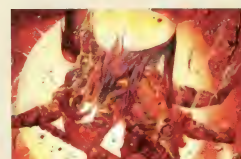
Gerrard Capashen
Creature—Legend 3/4
 At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand.
 Ⓢ: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Because he has 4 toughness, Gerrard can be difficult for an opponent to destroy without using multiple cards. In Limited, you can often gain so much life with Gerrard that your opponent will have to try to run you out of cards to win, whereas you'll still have damage as a route to victory.



Desolation Giant
Creature—Giant 3/3
 Kicker ⓈⓈ (You may pay an additional ⓈⓈ as you play this spell.) When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.

For six mana, you get to clear the board and introduce a 3/3 threat in one fell swoop. If the board is already clear, you can always play it as a four-mana Hill Giant—no huge bargain, but the versatility only makes the card stronger.



Bloodfire Colossus
Creature—Giant 6/6
 Ⓢ, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.

Sure, it's expensive to play, but Limited games almost always last longer than Constructed games, and you often won't have problems finding eight mana. Besides, a 6/6 creature that you can sacrifice for an Inferno effect can dominate an entire match.



Order/Chaos
Instant/Instant
 Remove target attacking creature from the game./Creatures can't block this turn.

Creature-removal spells are always at a premium in Limited play, where a Dragon or Wurm can ruin your whole day. This card, in addition to being solid removal, doubles as a swing card to let you swarm through in a creature stalemate, which occurs all too often in Limited.

WHITE-HOT SHARP POINTY THING

- Creatures (20)**
 3 Defiant Falcon
 2 Dega Disciple
 4 Goblin Legionnaire
 2 Lin Sivvi, Defiant Hero
 1 Longbow Archer
 4 Ramosian Sergeant
 4 Spectral Lynx

- Spells (18)**
 2 Disenchant
 4 Glorious Anthem
 3 Goblin Trenches
 1 Parallax Wave
 4 Shock
 1 Urza's Rage

- Lands (22)**
 4 Battlefield Forge
 4 City of Brass
 2 Mountain
 12 Plains

Deck Strategy
 This deck contains a small number of Rebels, but you shouldn't use their recruiting abilities unless you have nothing else to do with your mana. Instead, attack and play spells the old-fashioned way. Keep the board clear and you'll whittle opponents away to the point where you can finish them off with small damage spells or an all-out attack.

Don't be afraid to chew up lands with Goblin Trenches in order to swarm your opponent—you have little to do with extra land cards, and you'll need to deal your damage quickly against most decks. Spectral Lynx gives this deck a strong edge on green creature decks because your opponent must resort to nongreen cards to get rid of it. The only spell in the deck that costs more than three mana is Parallax Wave, which can save your creatures from destruction and clear the board for a quick beatdown.

GREEN • BLUE



Illus. Daren Bader

Green/blue decks have always been possible, but the *Apocalypse* set makes them better than ever. Back during the Rath Cycle era, Tradewind Rider–Awakening decks put green/blue on the map. Then, in the Urza block, “Squirrel Prison” decks took full advantage of the best of green (Deranged Hermit) and blue (Opposition, Treachery).

Green and blue still have great synergy; green’s mana acceleration and ground pounders provide plenty of time to harness the power of blue. Thanks to the

Apocalypse enemy-color “pain lands,” green/blue decks can have consistency, too. Players no longer have to decide between a first-turn Birds of Paradise or a second-turn Counterspell. Yavimaya Coast allows you to do both. *Apocalypse* is also the first set in more than four years to include multicolored cards with enemy colors in their mana costs.

With so many new green/blue spells to choose from, only time will tell what powerful new decks will rise to prominence.

Top 5 Constructed Cards



Mystic Snake
 Creature—Snake 2/2
 You may play Mystic Snake any time you could play an instant. When Mystic Snake comes into play, counter target spell.

The Snake is the most perfect green/blue card ever printed. It's a Counterspell and a 2/2 creature in one. Remember, you don't have to use it to counter a spell if you don't want to (although if there's a spell on the stack you must target it). You can also use Repulse (or any other "bounce" effect) to return the Snake to your hand so it can counter another spell.



Yavimaya Coast
 Land
 ☿: Add one colorless mana to your mana pool.
 ☿: Add or to your mana pool. Yavimaya Coast deals 1 damage to you.

The *Apocalypse* set's most important metagame-altering cards are the enemy-color "pain lands." Four Yavimaya Coasts will go straight into every green/blue deck, and they'll add mana consistency to an archetype that already has power.



Evasive Action
 Instant
 Counter target spell unless its controller pays for each basic land type among lands you control.

This card is the key to the "domain" deck. (A domain deck uses cards that become more powerful the more basic land types you control.) What domain decks have been missing is a card for the early game. Enter Evasive Action, which can shut down an early creature play on turn two. Later on, it's still useful as a four- or five-mana Power Sink.



Jungle Barrier
 Creature—Wall 2/6
(Walls can't attack.)
 When Jungle Barrier comes into play, draw a card.

The biggest and baddest monster in Standard right now is the 5/5 untargetable Blastoderm. It's awfully hard to deal with—unless you control Jungle Barrier. Think of the Barrier as a cantrip answer to 5-power creatures like Blastoderm, Jade Leech, and Kavū Titan.



Gaea's Skyfolk
 Creature—Elf Merfolk 2/2
 Flying
Temporal Spring
 Sorcery
 Put target permanent on top of its owner's library.

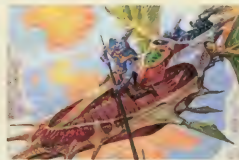
The two-mana Skyfolk can start chipping away at an opponent's life total early, and it's a Merfolk to boot, making green/blue Merfolk decks look quite tempting. After you play out a few fast, hard-hitting creatures, use Temporal Spring to remove your opponent's blockers. The Spring can also return lands to the top of a library to slow down your opponent's mana development.

Top 5 Limited Cards



Coastal Drake
 Creature—Drake 2/1
 Flying
 : Return target Kavū to its owner's hand.

Because the Drake can bounce Kavū, it's especially good for green/blue decks, because many Kavū are green, enabling you to use the Drake to save your own Kavū. Don't forget the timing tricks that make this ability even better, such as waiting for combat damage to go on the stack, then responding by bouncing your Kavū.



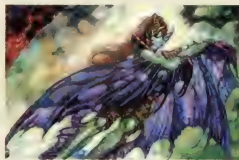
Living Airship
 Creature—Ship 2/3
 Flying
 : Regenerate Living Airship.

Speaking of 2-power flying creatures, the Airship serves you well on both offense and defense. At 2/3, there aren't many fliers that can safely block it. And if you've got access to some green mana, its regeneration ability means there's almost nothing the Airship can't block.



Glade Gnarr
 Creature—Beast 4/4
 Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.

Whenever *anyone* plays a blue spell, Glade Gnarr gets +2/+2. Blue is full of instants, including bounce effects, card drawing, and deck manipulation. So just hold on to your blue instants and play them in the middle of a combat phase, preferably after your opponent blocks. Now all your blue instants turn into mini-Giant Growths!



Gaea's Skyfolk
 Creature—Elf Merfolk 2/2
 Flying

The Skyfolk comes from a pretty simple recipe: green's cheap power and toughness and blue's cheap flying. The result is the first 2/2 flier in the history of the game than costs only two mana and has no drawbacks.



Temporal Spring
 Sorcery
 Put target permanent on top of its owner's library.

There are really two ways to play green/blue Limited decks. Either lock up the ground battle with green fatties and fly over for the victory, or use blue's bounce spells to clear a path for the green fatties to do some serious damage. If you adopt Plan B, there's no better card for your deck than Temporal Spring.

Honorable Mentions: Lay of the Land, Anavolver

JUNGLE

BOOGIE

Creatures (22)

- 2 Anavolver
- 4 Birds of Paradise
- 4 Jungle Barrier
- 4 Mahamoti Djinn
- 4 Mystic Snake
- 4 Vine Trellis

Spells (16)

- 4 Counterspell
- 4 Fact or Fiction
- 4 Repulse
- 2 Restock
- 2 Wash Out

Lands (22)

- 4 Yavimaya Coast
- 9 Forest
- 9 Island

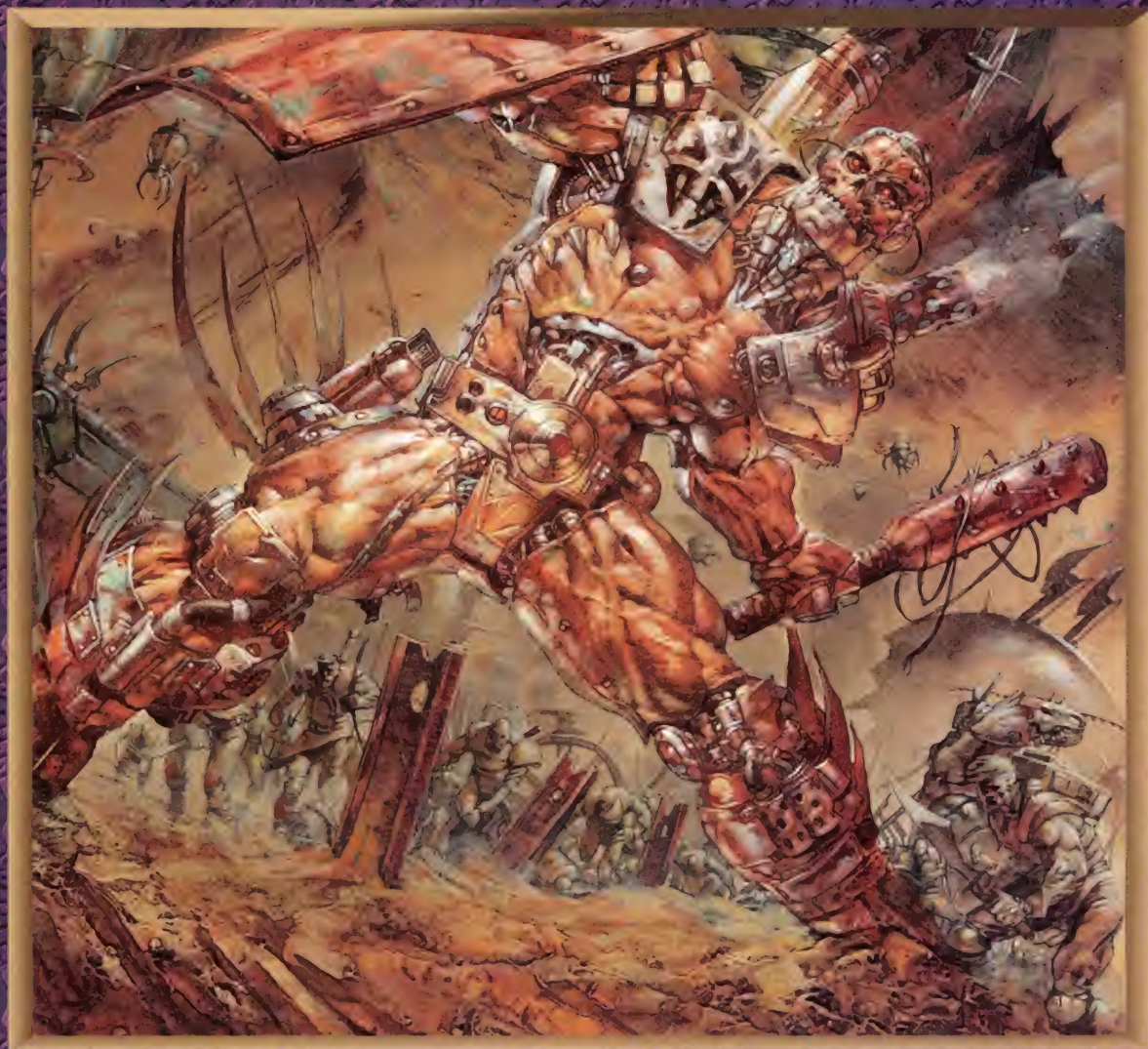
Deck Strategy

Fundamentally, "Jungle Boogie" is a control deck. Your first goal is to neutralize your opponent by laying out Walls to block his or her creatures. Vine Trellis and Jungle Barrier are great in this deck because each is a great blocker without really costing you a card.

Next, using countering and bounce effects to stall even more while you build up enough lands to drop a Mahamoti, your big gun. This 5/6 flying creature can block almost anything and needs to attack only four times to win you the game.

Fact or Fiction and Restock should provide a steady supply of Counterspells, Snakes, and Repulses to keep you safe while you attack in the air. Make sure to put lots of Gainsays in your sideboard to fight other control decks, and include more Wash Outs, which are the key to beating Rebel decks.

APCALYPSE



Card Encyclopedia

MAGIC
The Gathering®

The *Apocalypse* Card Encyclopedia shows the entire *Apocalypse* card set. Check boxes below each card allow you to keep track of your collection. Just mark the once you have a copy of the card, and mark the if you get the premium version of the card.



Sorcery

Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Illus. Ron Spencer

Ether Mutation 91/143



Creature—Wizard

♣, ♠: Target creature gains flying until end of turn.
♠, ♣: Target creature gets -2/-0 until end of turn.

"The blessings of Gaea alone are no longer enough."

Illus. Daniel Berke

Ana Disciple 73/143



Enchantment

At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Illus. Rob Alexander

Ana Sanctuary 74/143



Creature—Volver

Kicker 1 ♣ and/or ♠
If you paid the 1 ♣ kicker cost, Anavolver comes into play with two +1/+1 counters on it and has flying.
If you paid the ♠ kicker cost, Anavolver comes into play with a +1/+1 counter on it and has "Pay 3 life. Regenerate Anavolver."

Illus. Matt Cavotta

Anavolver 75/143



Creature—Soldier

♠: Angelfire Crusader gets +1/+0 until end of turn.

Nothing burns hotter than the fires of holy rage.

Illus. Steven P. Baker, Jr.

Angelfire Crusader 1/143



Instant

♣: Add one colorless mana to your mana pool.
♠: Add ♠ or ♠ to your mana pool. Battlefield Forge deals 1 damage to you.

Illus. Daren Bader

Battlefield Forge 139/143



Creature—Giant

♠, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player.

It took all its strength to contain the fire within.

Illus. Greg Staples

Bloodfire Colossus 55/143



Creature—Dwarf

♠, Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying.

For them, the only honorable death is one that leaves a crater.

Illus. Ron Spencer

Bloodfire Dwarf 56/143



Enchant—Creature

Bloodfire Infusion can enchant only a creature you control.
♠, Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.

Illus. Anthony S. Waters

Bloodfire Infusion 57/143



Creature—Kavu

♠, Sacrifice Bloodfire Kavv: Bloodfire Kavv deals 2 damage to each creature.

Heart of fire, blood of lava, teeth of stone.

Illus. Greg Staples

Bloodfire Kavv 58/143



Creature—Beast

Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.

Not all of Dominaria's defenders were nourished by the light.

Illus. Daren Bader

Bog Gnarr 76/143



Artifact Creature—Golem

As Brass Herald comes into play, choose a creature type.
When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library.
Creatures of the chosen type get +1/+1.

Illus. Daren Bader

Brass Herald 133/143



Instant

The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Sivay discovered that the mirrored hull of the Weatherlight could be used as a defensive weapon.

Illus. Ben Thompson

Captain's Maneuver 92/143



Enchantment

♣: Add one colorless mana to your mana pool.
♠: Add ♠ or ♠ to your mana pool. Caves of Koilos deals 1 damage to you.

"The sea holds all that you need. You simply must know how to ask for it."

Illus. Greg Staples

Caves of Koilos 140/143



Creature—Wizard

♠, ♣: Target creature gets +2/+0 until end of turn.
♠, ♣: Add one mana of any color to your mana pool.

"The sea holds all that you need. You simply must know how to ask for it."

Illus. Greg Staples

Ceta Disciple 19/143



□□ Ceta Sanctuary 20/143



□□ Cetavolver 21/143



□□ Coalition Flag 2/143



□□ Coalition Honor Guard 3/143



□□ Coastal Drake 22/143



□□ Consume Strength 93/143



□□ Cromat 94/143



□□ Dead Ringers 37/143



□□ Death Grasp 95/143



□□ Death Mutation 96/143



□□ Dega Disciple 4/143



□□ Dega Sanctuary 5/143



□□ Degavolver 6/143



□□ Desolation Angel 38/143



□□ Desolation Giant 59/143



□□ Diversionary Tactics 7/143



Divine Light *
Sorcery

Prevent all damage that would be dealt this turn to creatures you control.

"Phyrexia is an unforgiving place, and I am an angry lord in an unforgiving mood!"
—Lord Windgrace

Illustration: Greg Staples
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Divine Light 8/143



Dodecapod
Artifact Creature

If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Illustration: John Howe
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Dodecapod 134/143



Dragon Arch
Artifact

2, ♣: Put a multicolored creature card from your hand into play.

In their hunger for the arch's power, mages often forget that it only makes dragons easier to summon. It doesn't make them easier to control.

Illustration: Dana Knutsen
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Dragon Arch 135/143



Dwarven Landslide
Sorcery

Kicker — 2 ♣, Sacrifice a land. (You may pay 2 ♣ and sacrifice a land in addition to any other costs as you play this spell.)

Destroy target land. If you paid the kicker cost, destroy another target land.

Illustration: Tony Sotomayor
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Dwarven Landslide 60/143



Dwarven Patrol
Creature — Dwarf

Dwarven Patrol doesn't untap during your untap step.

Whenever you play a nonred spell, untap Dwarven Patrol.

Dwarves never worry about who touches their backs.

Illustration: Greg & Tim Hildebrandt
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Dwarven Patrol 61/143



Ebony Treefolk
Creature — Treefolk

♣♣: Ebony Treefolk gets +1/+1 until end of turn.

Its roots are equally happy to drink the water of a clear stream or the oily blood of a Phyrexian warrior.

Illustration: Matt Cavotta
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Ebony Treefolk 97/143



Emblazoned Golem
Artifact Creature — Golem

Kicker ♣ (You may pay an additional ♣ as you play this spell.)

Spend only colored mana on X. No more than one mana of each color may be spent this way.

If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Illustration: Greg Staples
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Emblazoned Golem 136/143



Enlistment Officer 3 *
Creature — Soldier

First strike

When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Illustration: Wayne England
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Enlistment Officer 9/143



Evasive Action
Instant

Counter target spell unless its controller pays 1 for each basic land type among lands you control.

Effective use of terrain is a lesson good commanders learn quickly.

Illustration: Brian Snodgrass
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Evasive Action 23/143



False Dawn 1 *
Sorcery

Colored mana symbols, on all permanents you control and on all cards you own that aren't in play become * until end of turn.

Draw a card.

Illustration: Chris Driscoll
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False Dawn 10/143



Fervent Charge 1 * ♣
Enchantment

Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Crovax was nearly buried beneath the weight of his opponents.

Illustration: Mark Jucum
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Fervent Charge 98/143



Fire/Ice
Tap target permanent. Draw a card.

Illustration: David Almonte
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Fire/Ice 128/143



Flowstone Charger 2 ♣ *
Creature — Beast

Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn.

A mane of flowstone and a mien of fury.

Illustration: John Galtjaeber
© 2013 Wizards of the Coast, Inc. 99/143

Flowstone Charger 99/143



Foul Presence
Enchant Creature

Enchanted creature gets -1/-1 and has "♣: Target creature gets -1/-1 until end of turn."

The Phyrexians have one word that means both "evolution" and "pain."

Illustration: Ray Lago
© 2013 Wizards of the Coast, Inc. 39/143

Foul Presence 39/143



Fungal Shambler 4 ♣ ♣
Creature — Beast

Trample

Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Illustration: Jim Nelson
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Fungal Shambler 100/143



Gaea's Balance 5 ♣
Sorcery

As an additional cost to play Gaea's Balance, sacrifice five lands.

Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

Illustration: Rebecca Gray
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Gaea's Balance 77/143



□ Gaea's Skyfolk 101/143



□ Gerrard Capashen 11/143



□ Gerrard's Verdict 102/143



□ Glade Gnarr 78/143



□ Goblin Legionnaire 103/143



□ Goblin Ringleader 62/143



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□ Grave Defiler 40/143



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□ Haunted Angel 12/143



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00 Kavu Glider 64/143



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Orim's Thunder 15/143



Overgrown Estate 113/143



Penumbra Bobcat 82/143



Penumbra Kavu 83/143



Penumbra Wurm 84/143

Pernicious Deed 1 1



Enchantment

X, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

"Yatagnoth," Freyalise whispered as she set the bombs, "now you will pay for your treachery."

Illus. Christopher Moeller
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□ Pernicious Deed 114/143

Phyrexian Arena 1 1



Enchantment

At the beginning of your upkeep, you draw a card and you lose 1 life.

An audience of one with the malice of thousands.

Illus. Peter Vukobratovic
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□ Phyrexian Arena 47/143

Phyrexian Gargantua 4 4



Creature — Horror

When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Other Phyrexians have nightmares about the gargantua.

Illus. Carl Gribble
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□ Phyrexian Gargantua 48/143

Phyrexian Rager 2 3



Creature — Horror

When Phyrexian Rager comes into play, you draw a card and you lose 1 life.

It takes no prisoners, but it keeps the choicest bits for Phyrexia.

Illus. Mark Tedin
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□ Phyrexian Rager 49/143

Planar Despair 2 3



Sorcery

All creatures get -1/-1 until end of turn for each basic land type among lands you control.

All of Dominaria recoiled as Yatagnoth and his retainers arrived.

Illus. Mike Sass
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□ Planar Despair 50/143

Powerstone Minefield 2 2



Enchantment

Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

*"We have fought this far and lost too much. We will not turn back."
—Grizzlegom*

Illus. Greg & Tim Hildebrandt
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□ Powerstone Minefield 115/143

Prophetic Bolt 3 1



Instant

Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Illus. Dave Dorman
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□ Prophetic Bolt 116/143

Putrid Warrior 3 3



Creature — Soldier Zombie

Whenever Putrid Warrior deals damage, choose one — each player loses 1 life; or each player gains 1 life.

"I do not like it," said Grizzlegom, "but I will take every soldier I can get."

Illus. Ray Lago
© 1993-2003 Wizards of the Coast, Inc. 117/143

□ Putrid Warrior 117/143

Quagmire Druid 2 3



Creature — Zombie Druid

♣, ♠, Sacrifice a creature: Destroy target enchantment.

As the druids had devoted their lives to preserving Dominaria, so did they devote their deaths.

Illus. Dani Koutouy
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□ Quagmire Druid 51/143

Quicksilver Dagger 1 1



Enchant Creature

Enchanted creature has "♣: This creature deals 1 damage to target player. You draw a card."

The dwarves call their quicksilver techniques "improvisational weaponsmithing."

Illus. Alex Horley
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□ Quicksilver Dagger 118/143

Raka Disciple 2 1



Creature — Wizard

♣, ♠ Prevent the next 1 damage that would be dealt to target creature or player this turn.

♣ Target creature gains flying until end of turn.

"The strong can also be subtle."

Illus. Arnie Swekel
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□ Raka Disciple 66/143

Raka Sanctuary 2 2



Enchantment

At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.

Illus. David Martin
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□ Raka Sanctuary 67/143

Rakavolver 2 2



Creature — Volger

Kicker 1♣ and/or 1♠

If you paid the 1♣ kicker cost, Rakavolver comes into play with two +1/+1 counters on it and has "Whenever Rakavolver deals damage, you gain that much life."

If you paid the 1♠ kicker cost, Rakavolver comes into play with a +1/+1 counter on it and has flying.

Illus. Scott M. Fischer
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□ Rakavolver 68/143

Razorfin Hunter 1 1



Creature — Merfolk Goblin

♠ Razorfin Hunter deals 1 damage to target creature or player.

No one knew if they'd been lurking under the sea all along, or if they'd been created by the Phyrexian overlay.

Illus. Jeff Easley
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□ Razorfin Hunter 119/143

Reef Shaman 1 2



Creature — Merfolk

♠ Target land's type becomes the basic land type of your choice until end of turn.

With one gesture, she can render a thousand years of navigational charts obsolete.

Illus. Scott M. Fischer
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□ Reef Shaman 29/143

Savage Gorilla 4 1



Creature — Ape

♣, ♠, ♠ Sacrifice Savage Gorilla: Target creature gets -3/-3 until end of turn. Draw a card.

These omnivorous gorillas have no qualms about a diet composed of equal parts fruit and Phyrexians.

Illus. Dave Dorman
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□ Savage Gorilla 85/143



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Shimmering Mirage 30/143



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